

# alternate **REALITY**<sup>®</sup> The City

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Here's how to use your Apple computer to enter Alternate Reality. Read the Guidebook before loading the game. It has information you'll need in The City.

## Requirements

- Apple II<sup>®</sup> series computer (64K)
- Compatible disk drives (1 or 2)
- TV or video monitor
- Blank disk (Character Disk—Optional)
- Alternate Reality—The City game diskette

## Getting Started

1. Turn off the computer. Place Side 1 of The City disk in Drive 1 and close the door (with two drives, use Drive 2 for your Character Disk).
2. Turn on the TV or monitor and the computer. If the wrong disk is in the drive, the game checks both drives for the correct one.
3. When the game is loaded, follow the prompts.
4. Once you're familiar with the game, press ESC to bypass the opening scenario. This takes you directly to the *Character Decision* menu.

**Note:** Do not Write Protect the game disk or your Character Disk. It's a good idea to make a backup copy of Side 2 before you play the game. An elementary copy program is included on Side 1 (see the *Character Decision* menu). You can also use this copy program to backup your Character Disk.

## Character Decision

The Character Decision menu offers five options:

- Hit **N** to become a new person
- Hit **E** to resume an existing one
- Hit **I** to initialize a Character Disk
- Hit **T** for a temporary character
- Hit **B** to backup disk

**Press I to initialize a disk to use as a Character Disk.** As prompted, remove the Alternate Reality disk from Drive 1 and insert a blank disk. Press any key to continue.

**Press B to make backup copies of Side 2 of The City or your Character Disk.** Follow the prompts.

**Press N to create a character.** Press Return. As prompted, type a character name (up to 31 letters) and press Return. The next prompt is *Verify your name*. Type the name again and press Return. You're prompted to remove the AR disk and insert a Character Disk (with two drives, leave the AR disk in Drive 1, the Character Disk in Drive 2). You can store up to four characters on a Character Disk, but can only play with one at a time.

**Press T for a temporary character.** Follow the prompts, pressing Return after each response. You can't save this character, but it's useful for getting into the game quickly to look around and get the feel of the game.

**Press E if you already have a character from a previous venture into AR.** At the prompt, type the ID number corresponding to the name you're using. Type the name (when prompted) and press Return. To return to the Character Decision menu, press Return instead of typing a name.

**If you make a wrong selection from the Character Decision menu,** press the ESC key instead of typing a name. If you make an error when typing a character name, hit Return when the program asks you to verify the name.

After selecting from the Character Decision menu, you're at the door to enter The City.

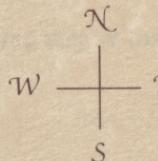
## To Save A Character

Save your character when you're ready to stop playing. Press S. You're prompted to remove the AR disk, insert the Character Disk, and press the Space Bar (with two drives, you don't need to remove or exchange disks; the game checks both drives for the correct one). To play again, reload, select the saved character, and the game resumes at the point you stopped.

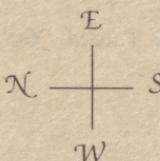
**Note:** Save the character to disk or you'll lose it when you turn off the computer.

# Compass

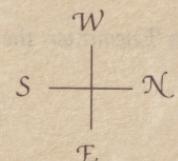
Finding your way around The City is simplified by use of a compass, available for purchase at most Shops in The City. If you buy a compass, it will appear at the left of your screen. The direction you're heading will always be topmost on the compass:



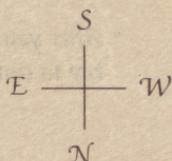
North



East



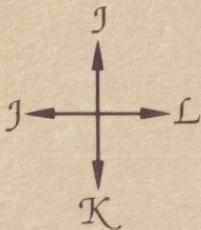
West



South

# Keyboard Control

The diagram below shows the keyboard commands for movement in The City.



- Press **I** (Forward) to enter The City in the beginning scene.
- To Enter a shop or store, press **I**. Follow the prompts. Press **K** to Exit. It's possible to back through a doorway.

**Note:** On an Apple IIc or IIe, you can use the four Arrow keys for movement instead of the letter keys.

You also use the keyboard to interact with business establishments, review and position your belongings, and during Encounters.

- A Menu at the bottom of the screen displays your options. Each option has a flashing letter or number. To choose, press the appropriate flashing character. In some situations, there is no flashing character. Either press any key or answer Yes or No, where appropriate.
- Press the **ESC** key to get a full account of your condition. Repeat until you've seen all the information and are back in normal operating mode.
- Defend yourself with either hand in an Encounter. Press **U** to switch hands.

- Press **R** to ready a weapon for use. Follow the prompts.
- Press **D** to Drop items. This is usually done to make room for new acquisitions, since how much you can carry is limited.
- Press **P** to pause the game. Press the Space Bar to resume play.
- Press **S** to save a character. Follow the prompts.
- After you win an Encounter, the game is Paused. You're prompted to press any key to continue.

**DataSoft**®

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